HexCrawl Rules

Overland Movement

By default, if everyone is on horseback, the Posse gets 6 Move Points (MP) per day to Move or perform other actions while on the Overland map. Unspent MP is lost at the end of the day and refreshed at the start of the next day.

Move Points per Day:	
Horseback	6 MP/day
On Foot	5 MP/day*

Basic Overland Actions:

Move (1/2/3 MP)
Move one hex per use.

Search (1 MP)
Reveal one Exploration Token for the current hex the Posse is on.

Rest (1 MP)
Each Hero Heals D6 Wounds/Sanity (any mix).

Press On (1 Grit/Hero)
The Posse gains +2 MP to spend on the basic Move action for the rest of the day.

Camp (2 MP)
End all Moves for the day, each Hero Heals 2D6 Wounds/Sanity (any mix) and may take keyword actions.

Wilderness Encounters

While traveling around on the Overland map, roll a D8 at the beginning of each day to determine if the Posse has a *Wilderness Encounter*. If everyone is on horseback, the Posse has a *Wilderness Encounter* on a roll of 1. If anyone in a group traveling together is on foot, then *Wilderness Encounters* occur on a roll of 1 or 2 instead.

If a *Wilderness Encounter* occurs, roll D100 and consult the **Encounters Book**.

Terrain Encounters

While Searching hexes on the Overland map, draw an Exploration Token and if either an Encounter, Encounter (x2), or Growing Dread Encounter result is drawn, consult the relevant Terrain Encounter section in the Encounters Book. Easy terrain (towns/roads/railroads) take precedence over Medium or Tough terrain, otherwise in cases where there is conflicting terrain types in a single hex, players choose what type of Terrain Encounter they have. Growing Dread Encounter results should always be read from the Growing Dread section, no matter what type of terrain the Posse is actually on.

D8 Random Space Diagram

D6 Random Hex Diagram

Basic Core Game Town Set Up

Town Set Up	*(without Frontier Town expansion)*	
1)	Town Size	(D6)
2)	Town Keyword	(D8)
3)	Town Traits [roll for 2]	(D36)
4)	Town Locations	(D6)

D6	Town Size *(without Frontier Town expansion)*	
1-4	Size 4 Town	(1–4 Locations)
5-6	Size 6 Town	(5–6 Locations)

(1)

D8	Town Keyword	(Starting Location)
1	Traveler	(General Store)
2	Showman/Performer	(Saloon)
3	Holy	(Church)
4	Science/Mutant	(Doc's Office)
5	Law	(Frontier Outpost)
6	Outlaw	(Saloon)
7	Tribal/Kemosabe	---
8	Frontier/Paleface	(Frontier Outpost)

(2)

D36	Town Traits Chart (2x)

(3)

Frontier Town Expansion Town Set Up

Town Set Up	*(with Frontier Town expansion)*	
1)	Town Size	(D8)
2)	Town Type	(2D6)
3)	Town Trait [roll for 1]	(D36)
4)	Town Locations [tokens/roll]	(D12)

D8	Town Size *(with Frontier Town expansion)*	
1-4	Size 4 Town	(1–4 Locations)
5-6	Size 6 Town	(5–6 Locations)
7-8	Size 8 Town	(7–8 Locations)

2D6	Town Type
2	Town Ruins
3	Haunted Town
4	Plague Town
5	Rail Town
6, 7, 8	Standard Frontier Town
9	Mining Town
10	River Town
11	Mutant Town
12	Outlaw Town

D36	Town Traits Chart (1x)

D6	Town Locations	D12	Town Locations
1	General Store	7	Sheriff's Office
2	Frontier Outpost	8	Gambling Hall
3	Church	9	Street Market
4	Doc's Office	10	Smuggler's Den
5	Saloon	11	Mutant Quarter
6	Blacksmith	12	Indian Trading Post

(4)

Expanded Combat

Expanded Combat Options

These additional combat options can be added into your games if you want some additional tactical choices for your Fights. They provide ways to alter your Enemy's position or give you reason to adjust your own. Some Jobs will even require you to make use of the Capture action to bring in Enemies alive rather than just outright killing them.

Terrain Cards -

With this release of HexCrawl comes a new card type, Terrain cards, to use as an option while Adventuring down in the Mines. These provide variant rules for playing with additional bits of terrain/objects that can change up your tactics in a fight. The suggestion is that you maintain a small facedown deck of these cards and only draw and place terrain tokens on Map Tiles when you draw a Clue icon. Some Tokens come standard with the Core game, while others are found with the HexCrawl Tokens.

Placing Terrain Tokens -

Each Terrain card will specify how many Terrain Tokens will get placed on a Map Tile. Determining placement is up to the Posse, though there are suggested spreads on the cards themselves. To use the spreads, locate the approximate center of the Map Tile and place the Tokens accordingly, or for some randomization you can roll via the Random Space Diagram and another die and place Tokens that way. Otherwise, you could also just take turns placing Tokens by player choice or just leave it up to the GM player if playing with that option. You could probably just drop them onto the Map Tile and play them where they fall.

Additional Combat Actions:

Push (1 Melee Attack)
Make normal Melee Attack roll. If successful, do no damage and Push Enemy back 1 space. If Critical Hit, Enemy loses their next Activation. *Only possible on Medium or smaller Enemies.*

Pull (1 Melee Attack)
Make normal Melee Attack roll. If successful, do no damage and Pull Enemy into any other open and adjacent space.
Only possible on Medium or smaller Enemies.

Stranglehold (Full Activation)
Uses up Hero's full Activation. **Agility 4+ or Strength 4+** test on adjacent Human Enemy. If successful, that Enemy takes either 1 or D3 Damage (your choice; ignores Defense) and they lose their next Activation. Tests must be rolled each turn to maintain, if any other actions are taken, the Stranglehold is broken.

Capture (Full Activation)
Uses up Hero's full Activation. **Agility 6+ or Strength 6+** test on adjacent Human Enemy with 1 Health. If successful, that Enemy is removed from the Fight, but not Killed. Capturing Hero gains **+5XP**.

Lasso (Ranged Attack)
Requires Rope Gear. Make a Ranged Attack (Shots 1, Range 3)against a Medium or smaller Enemy. If successful, does no Damage, but Enemy loses their next Activation. To maintain a Lasso on an Enemy, a Hero must have one free hand open and uses up 1 Combat to maintain the Lasso. At the start of that Enemy's following Activation, they must make an Escape 4+ test or else they lose their Activation again. You must make another Lasso attack if you wish to immobilize them. If a mounted Hero moves while an Enemy is Lasso'd, that Enemy takes **D3 Hits** at the end of the Move and is moved space-for-space with the Hero.
Only possible on Medium or smaller Enemies.

Overland Combat

With Jobs and new Encounters that take the Posse out into the Overland map, the possibility opens up for the Heroes to engage in Battles on Overland battlemaps, rather than just using the Map Tiles down in the Mines or the Other Worlds. You can either use your own or make use of the Terrain Map Tiles provided with HexCrawl (courtesy of MadCowChef of DeviantArt). The following are guidelines for how you may want to run your Overland Fights using MadCowChef's tiles, but by all means throw the rules out if you are using different map tiles or are accustomed to different rule sets.

Placing Map Tiles -

Each Terrain Map Tile is made up of 7x7 spaces that can be combined with other Map Tiles based on the same terrain to form bigger and bigger play areas. The Threat level of the Enemies being fought should be used to determine the initial size of total play area, but if you'd like, feel free to expand these as works best for your play style or if you find the Fight spilling over into adjacent map tiles add additional Map Tiles to the board to follow the action.

Low or Medium Threat	2 Map Tiles	
High or Epic Threat	2x2 Map Tiles	

Setting Up Fights -

Overland Fights should be set up similarly to Fights that occur down in the Mines. For normal Attacks, Heroes should be placed on one edge of the battle area, roughly centered, while Enemies should be placed on the opposite end in the normal grid pattern. For Ambush Attacks, the Heroes should be placed in roughly the center of the entire battle area, and Enemies are placed as normal Ambushing the Heroes (with an Initiative bonus for the first round). If using Shootout or Assault abilities, place ambushing Ranged Enemies (P) (P) spaces away using the Random Space Diagram to determine direction.

Additional Overland Combat Actions:

Escape from Overland Combat (1 Move)
While adjacent to a Map Tile edge you may make an Escape attempt to leave Combat. If no Enemies are adjacent, make an Escape 3+ test, otherwise use the Enemiy's Escape rating.

Mounted Combat Actions:

Mounting/Dismounting a Horse (1/2 Move)
Normally costs a Hero 1 Move to get on or off a Horse in Combat. If the Horse is Spooked or just Moved last turn, it costs 2 Move and the Hero must also make an **Agility 5+** test.

Move Forward/Backward (1 Move)
Mounts may move forward or backward as normal, but must maintain facing. Mounts may only move forwards/backwards into adjacent/diagonal spaces, but may not sidestep.

Turn (3 Move)
When turning, Mounts move forward/backward one space and then makes a 90° turn, but must maintain facing.

Trample (Move-Attack)
While Moving, may move through spaces with Medium or Small figures (Friendlies or Enemies). If Moving through a space with another figure, whether friendly or not, that figure takes **D6 Hits** (1 Damage each). *Only possible on Medium or smaller figures.*

Melee / Ranged Attacks (Attack)
- While on horseback, Hero is **-1 to Ranged Attack To Hit rolls** and cannot shoot backwards unless using a Pistol weapon.
- While on horseback, Hero is **+1 to Melee Attack Damage rolls** and cannot use Melee attacks against adjacent front and rear spaces, only adjacent diagonal or side spaces.

Cover (Defense)
A Hero may opt to use their Horse as Cover to try to avoid taking damage. If a Hero does this, then the Horse acts as **Armor 4+**. If it hits this "Armor", it does damage to the Horse instead, ignoring the Horse's Defense.

Spooked Mounts (Horse Panic)
A Horse that has become Spooked will run full speed in the direction it is facing, if it reaches the edge of the Map it will exit the Fight. Heroes riding Spooked Mounts can make either a **Strength 5+** or **Spirit 5+** test to bring the Animal under control. If failed, Hero is thrown from the Horse 1 space and take **D6 Hits** (1 Damage each Hit, ignores Defense).

Keyword Actions

Frontier

Animal Trapping (1 MP; Camp)
[not available to Heroes with just the 'Paleface' keyword]
Once per day while Camped, each Hero gains 1 Grit, though they still may not go above their Max Grit.

Holy

Prayer Ritual (1 MP; Camp)
While Camped, a Holy Hero and one or more other Heroes must all make a **Spirit 6+** test. If at least one Hero is successful, all Heroes that participated gain Spirit Armor 6+ until the end of the next day.

Law

True Grit (1 MP; Camp)
While Camped, each Hero may make a **Strength 5+** test. If successful, that Hero gains +1 Max Grit until the end of the next day. May only be attempted once per day.

Mutant

Mutate (1 MP; Camp)
[Not available to Heroes with just the 'Science' keyword]
While Camped, a Hero with a Mutation may attempt to ingest Dark Stone to force their body to mutate. Roll once on the ***Mutation Chart*** and replace one Mutation you already have with the new one rolled. If a mutation that the Hero already has is the result, that mutation is removed instead of killing the Hero.

Occult

Cleansing Ritual (2 MP; Camp)
While Camped, each Hero may spend D3 Dark Stone to remove 1 Corruption from themselves. This action may only be taken once per day and each Hero may only remove 1 Corruption per Ritual.

Outlaw

Highway Robbery (1 MP; Camp)
While Camped on a Road hex, make an **Agility 5+** or **Strength 4+** test to rob an unsuspecting traveler on the road. If successful, you gain **$25**. Any other Hero in the Posse may attempt to block your attempt by rolling at or above your skill test using the same skill. If they match or beat your number of successes, they block your attempt. They gain **25 XP** if successful and you get nothing.

Performer

Traveling Act (2 MP; Camp)
The Posse takes time out from adventuring to play as a performance group and entertain travelers. May only be attempted once per day. While Camped on a Road hex, each Hero in the group may attempt any Skill test at any difficulty from 4+ up to 6+. For each success, that Hero gains $5 X the difficulty of the Skill test (ex. Agility 6+ = $30 per success [$5x6]). If any Hero rolls a 1 on their test, that Hero bungles something and after their performance the Heroes are booed away. They may not perform this action for the next week as word of their terrible performance spreads far and wide.

Science

Field Surgery (1 MP; Camp)
[Limit one attempt per Injury; not available to Heroes with just the 'Mutant' keyword]
While Camped, a Science Hero may attempt to remove one Injury gained within the last day from another Hero. The Science Hero must make a **Cunning 6+** test and if successful, the Injury is healed. If any 1's are rolled however, the Surgery fails and the Hero who was being operated on rolls once on the ***Injury Chart***.

Scout

Scout Ahead (1 MP)
Once per day on the Overland map, the Posse may discard and re-draw an Exploration Token just revealed. Does not require the Posse to be in Camp.

Showman

Extreme Caution (1 MP)
You may downgrade an Ambush Attack to a regular Attack while on the Overland map. Does not require the Posse to be in Camp.

Strange

Find Trouble (2 MP; Camp)
You may only take this action while Camped. At the beginning of the next day, you will be Ambushed by a Threat one level higher than the Posse's level (may not be downgraded to regular Attack). The next Exploration token that you reveal after that will have a Clue Icon attached to it, in addition to any other results on the Exploration token itself (Clue Icons are not cumulative). This may only be done once per Job or Mission.

Traveler

Horsemeat March (0 MP)
Once per day and only if all Heroes own Horses, the Posse gains Move points for the day. At the end of the day, roll a D8. On a 1, a Random Hero in the Posse loses their Horse from exhaustion. The extra Move points can only be used that day and may only be used for the basic Move action. You may not perform a Horsemeat March and Press On in the same day. Does not require the Posse to be in Camp.

River Rafting (2 MP; Camp)
While Camped, the Posse may try to build a crude raft to take them down the river during the next day's travel. All Heroes in the Posse must make a **Strength 4+** test. If successful, the next day the Posse may spend 1 MP to travel to any hex along that river until the end of the day. The raft breaks apart after that.

Train Hopping (2 MP)
[Heroes with the keyword 'Law' may not use this ability]
While on a rail line, each Hero in the Posse may give up their horse to attempt to hitch a ride on a passing train for free. Each Hero that does this makes an **Agility 4+** test. If successful, those Heroes that catch the train may travel to any Town along the rail line.
Those that fail the attempt take **D6 Wounds** (ignores Defense) in the attempt and must roll an additional D6. On a 1, they also roll on the *Injury Chart*. Those Heroes that don't travel with the others may travel as normal and the Posse moves separately until it joins back up. If any Heroes remain, they may Move with any horses that are left behind, otherwise if no Heroes are left, all Horses/Transport items are lost. Does not require the Posse to be in Camp.

Tribal

Spirit Guide (1 MP; Encounter)
[not available to Heroes with just the 'Kemosabe' keyword]
Once per day after rolling up a Wilderness or Terrain Encounter, the Posse may re-roll for a different Encounter while on the Overland map. Does not require the Posse to be in Camp.

Youth

Horseplay (1 MP; Camp)
While Camped, at least one Youth Hero and any other Heroes may make opposed Agility rolls. The Hero or Heroes with the highest number of successes gains **10 XP**, while the Hero or Heroes with the lowest number of successes gets **D3 Wounds** (ignoring Defense). The Posse only has enough time for Horseplay once per day... now get to bed.

Keyword Actions by Class

Bandido
- Highway Robbery (1 MP; Camp)

Drifter
- Animal Trapping (1 MP; Camp)
- Find Trouble (2 MP; Camp)
- Horsemeat March (0 MP)
- River Rafting (2 MP; Camp)
- Train Hopping (2 MP)

Gunslinger
- Extreme Caution (1 MP)

Indian Scout
- Scout Ahead (1 MP)
- Spirit Guide (1 MP; Encounter)

Lawman
- True Grit (1 MP; Camp)
- Animal Trapping (1 MP; Camp)

Occultist
- Cleansing Ritual (2 MP; Camp)
- Field Surgery (1 MP; Camp)

Orphan
- Horseplay (1 MP; Camp)

Outlaw
- Highway Robbery (1 MP; Camp)
- Extreme Caution (1 MP)

Preacher/Nun
- Prayer Ritual (1 MP; Camp)

Prospector
- Animal Trapping (1 MP; Camp)

Rancher
- Animal Trapping (1 MP; Camp)

Saloon Girl/Piano Player
- Traveling Act (2 MP; Camp)

US Marshal
- True Grit (1 MP; Camp)
- Horsemeat March (0 MP)
- River Rafting (2 MP; Camp)
- Train Hopping (2 MP)

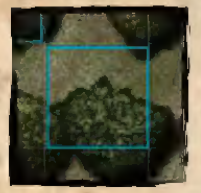
Terrain Map Tiles

HexCrawl (IA) Terrain Marks

These marks used for HexCrawl Overland Map Tiles are based off of the same system used by the Star Wars Imperial Assault tactical game. If you don't care to use these rules, switch off the 'HexCrawl (IA) Terrain' layer in the pdf to get more simplified map tiles with just a square grid.

Difficult

Terrain • Difficult



Indicated by a solid blue border surrounding a space. A Model must spend **one additional Move point** to enter or Move through a space of Difficult terrain. Moving out of Difficult terrain does not cost extra. Enemies with Flight are not affected by Difficult terrain.

Impassable

Terrain • Impassable

Indicated by a dotted red border between spaces on the map. Models cannot Move through dotted red lines. Two spaces separated by a single dotted line of Impassible terrain are adjacent, while spaces separated by more than one dotted line are not adjacent. Line of Sight can be traced through Impassible terrain. Enemies with Flight may move through Impassable spaces unaffected, but may not end their Movement on an Impassable space.

Blocked

Terrain • Blocking

Indicated by a solid red border surrounding a space. Models cannot Move into or trace Line of Sight through spaces of Blocked terrain. Enemies with Flight may move through Blocked spaces unaffected and have Line of Sight, but may not end their Movement on a Blocked space.

HexCrawl Common Terrain

Some terrain follows slightly different rules and are found on quite a few map tiles. Whether or not a space is affected by these rules can be subjective at times, use your best judgement and err against the Heroes when things are ambiguous. Note that any extra Move costs do not stack with other effects (though other effects do). Instead, add on the costliest effect, but do not add on multiple costs when moving into/through a space.

Walls

Terrain • Blocking

Indicated by a black line that appears between spaces. Two spaces separated by a Wall are not adjacent. Figures cannot Move through or trace Line of Sight through walls. Enemies with Flight may move through Walls unaffected and have Line of Sight, but may not end their Movement on a Wall.

Water

Terrain • Difficult • Water

Water is Difficult terrain. Moving through Water costs **1 extra Move** and if a '1' is ever rolled for Grit while starting your Activation on a Water space, you lose your Activation for the Turn. Enemies with Flight are unaffected by Water.

Bushes

Terrain • Difficult • Plant

Moving through Bushes costs **1 extra Move point**. Adjacent Models roll **Cover 6+** if a Bush is between them and a Ranged Attacker. Enemies with Flight may move through unaffected and cannot use Bushes for Cover.

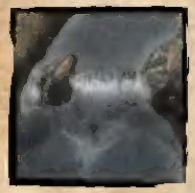
Smaller Bushes have no effects (use player discretion).

HexCrawl Special Terrain

In addition to the normal marks, there are some terrain which follows special terrain rules, but aren't found in every environment. Whether or not a space is affected by special terrain rules can be subjective at times, use your best judgement and err against the Heroes when things are ambiguous. Note that any extra Move costs do not stack with other effects. Instead, add on the costliest effect, but do not add on multiple costs when moving into/through a space.

Waterfall/Rapids

Terrain • Hazard • Water



Moving into or through a Waterfall/Rapids space costs 1 extra Move. Whenever a Model starts their Turn on or enters into a Waterfall/Rapids space, immediately make an Agility 6+ check or else get Pushed D3 spaces downstream and take D6 Hits (1 Damage each). You also lose your Activation for the Turn.

Cliff

Terrain • Hazard • Land

Moving into or through a Cliff space costs 1 extra Move. Upon entering a Cliff space, immediately make an Agility 4+ test or else fall down and take D6 Hits (1 Damage each). You also lose your Activation for the Turn.

Smaller Cliffs have no effect.

Log Bridge

Terrain • Feature • Bridge

While moving onto or through any spaces with the Log Bridge, make an Agility 4+ roll. If Failed, stop all Movement and you lose your Activation for the Turn.

Pips

Another way to mark spaces is through the use of Pips. Each Pip counts as a space in the same way that a Square would. It is encouraged that you play with either HexCrawl (IA) Terrain or Pips, but not both. If you decide to use both sets of marks, effects that cause Movement to cost extra should not stack between HexCrawl (IA) Terrain and Pips (choose which ones you'll follow beforehand). Note that using Pips for Movement may slow your game down as you'll need to spend more time calculating Elevation throughout your Movement. This is an experiment more than anything.

Each Pip is adjacent to up to 8 other Pips. Inside each Pip is an Elevation number that indicates the height of that space relative to the spaces around it. Moving from one Pip to another that are the same Elevation or have a difference of up to '1' costs no extra Movement. Moving between Pips that have a difference of '2' costs 1 extra Move points, while a difference of '3' Elevation costs 2 extra Move. Movement between Pips that have an Elevation difference of '4' or more is not possible unless moving from higher to lower terrain. In that situation, it costs 2 extra Move points and you must make a **Strength 4+** or **Agility 4+** test. If failed, take **D3+x Hits** (x=Elevation Difference; 1 Damage each).

Elevation marked with an 'X' is considered Blocked/Impassable.

As an example, you have two Pips marked '0' and '1'. They have a difference of '1' between each other in Elevation, so Movement costs nothing extra to Move between these spaces. If their Elevations were instead '-1' and '1', then they would have an Elevation difference of '2' and Movement would cost 1 extra Move point.

Large Models that take up multiple spaces may cover multiple spaces, but they may not end their Movement on two or more Pips that have an Elevation difference greater than '1' unless they have the ability 'Flight'. They may still move through those Pips (paying the extra Move cost), but may not end their Movement on those Pips.